CURSE OF THE
SPAWN
TURNER Wolf '95
T. Boxel
image
25
$1.95 US
$3.10 CAN

HEART of HELL

STORY Alan McElroy

PENCILS Clayton Crain

DEDICATED TO Gaspar Saladino

INKS Chance Wolf
Todd McFarlane
special thanks to Kevin Conrad & Jonathan Glapion

COPY EDITOR & LETTERING Tom Orzechowski

COLOR Todd Broeker
Mark Nicholas

President of Entertainment Publishing & Licensing
TERRY FITZGERALD

Executive Director for Image Comics
LARRY MARDER

Art Director
BRENT ASHE

Designer
JOHN GALLAGHER

Editorial Coordinator
MELANIE SIMMONS

CURSE OF THE SPAWN #25 October, 1998. First Printing. Published by IMAGE COMICS 1440 N. Harbor Boulevard, Suite 305 Fullerton, CA 92635. $1.95 US/$3.10 CAN. Spawn, its logo and its symbol are registered trademarks 1998 of Todd McFarlane Productions, Inc. All other related characters are TM and © 1998 Todd McFarlane Productions, Inc. All rights reserved. Any similarities to persons living or dead is purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Todd McFarlane. PRINTED IN CANADA.

CURSE OF THE SPAWN®

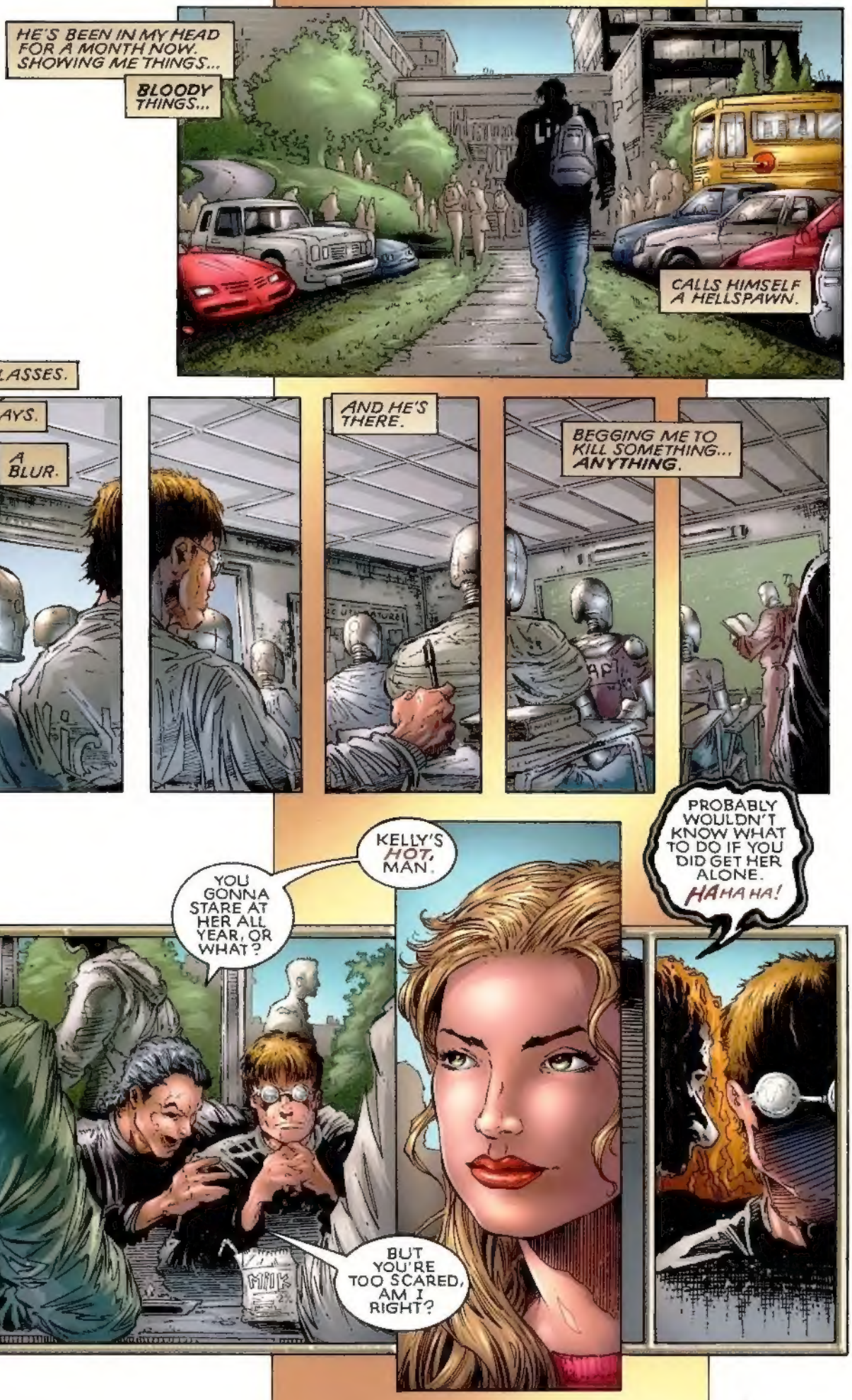
TODD McFARLANE PRODUCTIONS

www.spawn.com

image

MARILYN MANSON.
VOODOO GLOW SKULLS.
NIRVANA.
LOUDER.
CREED.
WHITE ZOMBIE.
BEASTIE BOYS.
SOUNDGARDEN.
MONSTER MAGNET.
BAKE MY BRAIN... PLEASE.
HIYA, HARLEY. M'MAN. YOU KNOW WHAT YOU GOTTA DO.
LEAVE ME ALONE!
KISS-- YEAH...
LOUD!
LOUD!

GET YOUR LAZY GOOD FOR NOTHING ASS OUTTA BED, BOY!
HARLEY, SCHOOL SENT 'NOTHER LETTER 'BOUT YOUR GRADES DROPPIN'.
YOU DON'T UNDER-STAND.
BE GLAD YOU GOT A ROOF OVER YOUR HEAD, BOY!
THEY DON'T LIVE INSIDE MY NIGHTMARE.
NO ONE BUT ME--
AND ANGEL.
COME ON, HARLEY. IT WOULD BE SOOO EASY.
NO!


HE'S BEEN IN MY HEAD FOR A MONTH NOW. SHOWING ME THINGS...
BLOODY THINGS...
CALLS HIMSELF A HELLSPAWN.
CLASSES.
DAYS.
A BLUR.
AND HE'S THERE.
BEGGING ME TO KILL SOMETHING... ANYTHING.
PROBABLY WOULDN'T KNOW WHAT TO DO IF YOU DID GET HER ALONE. HAHA HA!
KELLY'S HOT, MAN.
YOU GONNA STARE AT HER ALL YEAR, OR WHAT?
BUT YOU'RE TOO SCARED, AM I RIGHT?

LOOK AT 'EM LAUGHING AT YOU, HARLEY. COME ON. I'M HERE. WE CAN TAKE WHAT WE WANT. YOU WANT THE GIRL. TAKE HER!
I CAN'T TAKE THIS ANYMORE...
MEN
JURH
4K
LOOK, JUST LET ME DO ALL THE WORK. BE YOUR ARMS AND LEGS. I WANT TO LIVE AGAIN. YOU AND ME, MAN. WE CAN RULE THIS 'BURG.
LEAVE ME ALONE, FOR THE LOVE OF GOD...
SMASH
NONO NONO!
OH YES-- TWO OF THOSE, THEN. CALL ME IN THE MORNING.

HI...
HARLEY, RIGHT?
YOU OKAY?
I SAW YOU RUN OUT OF THE CAFETERIA..
Uh... RIGHT.
Um... KELLY, LISTEN... YOU WANNA SEE A MOVIE FRIDAY?
OH... SORRY...
YOUR FRIEND TRAVIS ALREADY ASKED ME OUT.
WHAT'S THE BIG *IDEA*, YOU *BASTARD*?! I WAS GONNA ASK KELLY OUT, YOU KNOW THAT!
GET *OFF* ME! YOU GONE *NUTS* OR SOMETHING?
SHOULD'VE KILLED HIM, HARLEY. I WOULD HAVE.
FREAK!

TUCO SHIPPING.
ZZZZZ
DUMBASS KID. YOU DON'T LEAVE HERE TILL IT'S DONE!
ONE PILE TO THE OTHER AND BACK AGAIN.
HEY, NUMBNUTS, I SAID MOVE 'EM TO THE OTHER SIDE.
NICE BLADE. YOU KNOW WHAT YOU HAVE TO DO.
TURN UP THE VOLUME. NIN. LOUD.
LOUDER!
YOU CAN'T DROWN ME OUT FOREVER.

HEY, BOY. NICE CAR. NOW IT'S MINE.
PLEASE, DON'T DO THIS!
GONNA HAVE US A GOOD TIME, BABY.
T-TAKE IT...!
WHAK!
THANKS!
WHAT'S HIS PROBLEM?
LET ME HANDLE THIS.
PROBLEM?
NO... DON'T!
HA HAHA HAA...

NO PROBLEM.
KRRAK!
NEXT.

SEE, HARLEY?
SEE HOW EASY IT ALL IS?
THIS IS POWER. BLOOD ON YOUR HANDS
LIFE AND DEATH. THE ULTIMATE RUSH.
I FEEL IT...
DEAR GOD, NO...
I FEEL IT...!

GOOD BOY. YOU CAN HAVE ANYTHING YOU WANT IF YOU'LL JUST ASSERT YOURSELF.
WELL, WELL... WHO'S THAT OVER THERE.
TRAVIS .. AND KELLY.
Mmm.
HEY TRAVIS...
DRIVER BEHIND US CAN'T TAKE HIS EYES OFF YOU TWO!
HEY .. I KNOW THAT CAR...!
GRIPES!
KRESSH!
WHA' THE BEJEZUS--?!
SKREEE

QUICK, GET YOURSELVES AWAY FROM THOSE GAS PUMPS!
C'MON... I TOLD YOU HE'S GONE NUTS!
Oh my LORRD...
GET OUT OF THERE, YA CRAZY MANIAC! YOU'RE GONNA CATCH HELL'A TROUBLE FOR THIS!
MA'AM, YOU GOT IT WRONG. HELL'S ALREADY CAUGHT ME...

KRUNCH!
... AND IT WAS NO TROUBLE AT ALL!
ART, RAMONA, HURRY UP! IN HERE!
EEEK!
WHAT'S GOIN' ON OUT THERE?
OH GOD HE'S GONE NUTS PLEASE HELP
YOU KIDS HEAD OUT BACK. I'LL HOLD HIM OFF TILL THE COPS GET HERE.
OH GOD OH GOD
HI.
GET IN HERE. THERE'S A CRAZY MAN LOOSE.
THE DEVIL YOU SAY.

WHAT'S WITH HIM, ANYWAY?
YOU DON'T *REALLY* THINK HE WAS TRYING TO KILL US, DO YOU?
DUNNO. HE'S BEEN WEIRD LATELY, AND I GUESS I'VE BEEN RIDING HIM A BIT. DUNNO.
BLAM! BLAM!
OH JEEZ!
ARE YOU SURE IT WAS HARLEY'S CAR?
LET'S JUST GET AWAY FROM HERE!
DEAD END! WE'LL HAVE TO FORCE THAT DOOR!
NGH!
KRAK!
MAYBE WE CAN GET OVER TO ANOTHER ROOF FROM UP HERE!

WE SHOULD CALL THE POLICE I CAN'T TAKE MUCH MORE OF THIS--!
WE CAN KNOCK THESE OLD BOARDS OUT OF THE WAY, NO PROBLEM.
DAMN! THE OTHER ROOF IS ACROSS THE STREET!
THINK THEY'D BUST US FOR LEAVING THE SCENE OF A CRIME?
?
EEE!
SOMETHING'S PULLING AT ME--!
HELP ME! OH GAWWD!
RAMONA!
TRAVIS! HURRY! KNOCK THAT DAMN WINDOW OPEN!!
NAA!

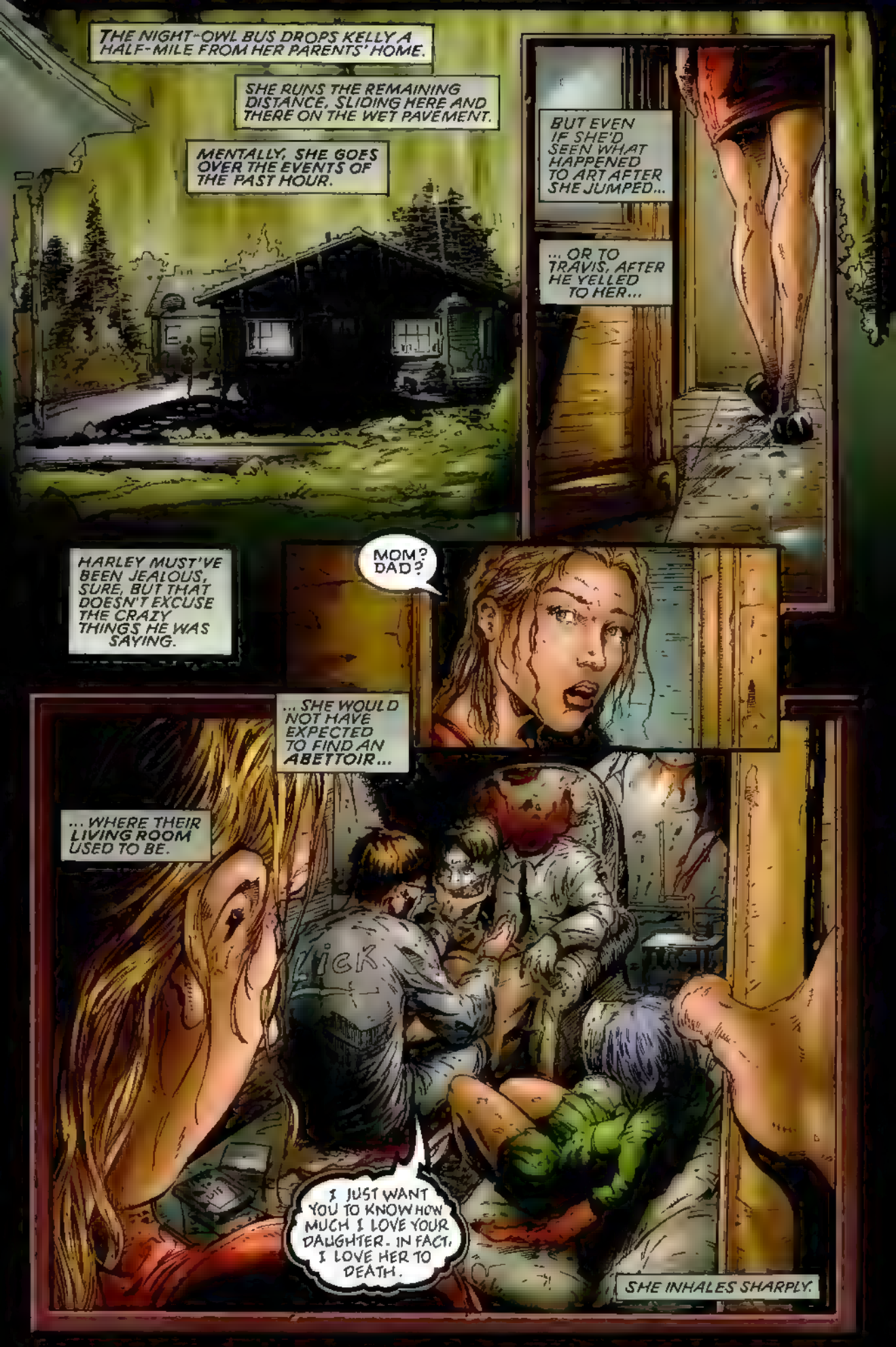
Read more FREE comics on ReadComicOnline

HI, GUYS! HOW WAS THE MOVIE?
RAMONA STARTED TO TELL ME BUT I ACCIDENTALLY RIPPED HER THROAT OUT!
HAHAHAA!
JUMP FOR IT, KELLY!
!!
OKAY, MAN, NOW YOU GO. I'LL TRY TO CALM HARLEY DOWN. HE CAN'T BE SERIOUS.
SHIT. THAT'S ONE DAMN JUMP.

Read more FREE comics on ReadComicOnline

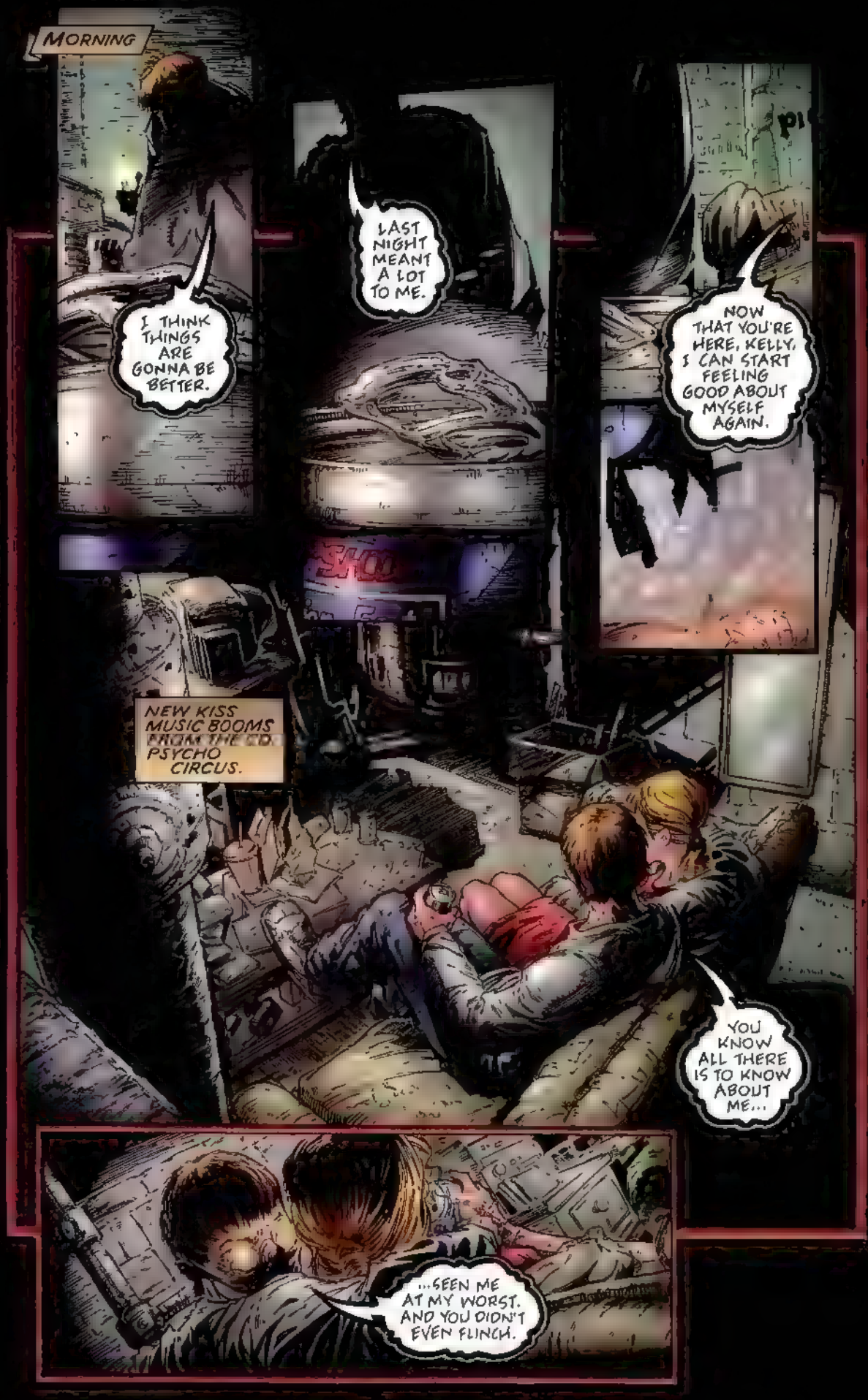
I...
GHAUK
JEE-ZUS!
COME ON, MAN, WHAT'RE YOU WAITING FOR?
HIYA... BUDDY BOY.
ENJOYING YOUR DATE?

TRAVIS' ADRENALINE SURGES HE BRACES ON THE SILL, KICKS FORWARD...
...AND SLIPS ON HIS FRIEND'S FRESHLY-SPILLED BLOOD.
TRAVIS!
THE PILED GARBAGE BLUNTS THE IMPACT, SAVING HIS LIFE...
KELLY! GET AWAY FROM HERE! I'LL SEE YOU AT YOUR HOUSE LATER!
...FOR ABOUT EIGHT SECONDS.
HEY, LOVER-BOY!
WHERE'S MY GOOD-NIGHT KISS?!


THE NIGHT-OWL BUS DROPS KELLY A HALF-MILE FROM HER PARENTS' HOME.
SHE RUNS THE REMAINING DISTANCE, SLIDING HERE AND THERE ON THE WET PAVEMENT.
MENTALLY, SHE GOES OVER THE EVENTS OF THE PAST HOUR.
BUT EVEN IF SHE'D SEEN WHAT HAPPENED TO ART AFTER SHE JUMPED...
... OR TO TRAVIS, AFTER HE YELLED TO HER...
HARLEY MUST'VE BEEN JEALOUS, SURE, BUT THAT DOESN'T EXCUSE THE CRAZY THINGS HE WAS SAYING.
MOM? DAD?
... SHE WOULD NOT HAVE EXPECTED TO FIND AN ABETTOIR...
... WHERE THEIR LIVING ROOM USED TO BE.
I JUST WANT YOU TO KNOW HOW MUCH I LOVE YOUR DAUGHTER. IN FACT, I LOVE HER TO DEATH.
SHE INHALES SHARPLY.

HI, HONEY. WE WERE JUST TALKING ABOUT YOU.
OH MY GOOOD!
SHE PIVOTS ON HER HEEL AND SPRINTS BACK INTO THE KITCHEN
N-NOW YOU STAY AWAY FROM ME, YOU HEAR...?
C'MERE, SWEETIE.
FOR A TENSE MOMENT, HE DOES AS SHE SAYS.

KELLY! NO... WAIT!
IT ISN'T ME. IT'S THIS THING INSIDE ME... THIS GHOST! IT'S TAKEN ME OVER...
HIS DEMEANOR HAS SOFTENED. SHE KNOWS THIS PERSON
...MADE ME DO STUFF...
OH HARLEY...
I WANT TO BELIEVE YOU...
THEN BELIEVE ME.
PLEASE.
HELP ME.
HARLEY...
I DON'T WANT ANGEL TO WIN.
BUT I CAN'T DO IT ALONE...
THEIR FAINT SOBS TRAIL INTO THE NIGHT.


MORNING
I THINK THINGS ARE GONNA BE BETTER.
LAST NIGHT MEANT A LOT TO ME.
NOW THAT YOU'RE HERE, KELLY, I CAN START FEELING GOOD ABOUT MYSELF AGAIN.
NEW KISS MUSIC BOOMS FROM THE CD: PSYCHO CIRCUS.
YOU KNOW ALL THERE IS TO KNOW ABOUT ME...
...SEEN ME AT MY WORST. AND YOU DIDN'T EVEN FLINCH.

Read more FREE comics on ReadComicOnline

IT'S LIKE A MIRROR IMAGE OF WHERE WE WERE YESTERDAY!
Sob
Oh GOD, KELLY, I'M SO SORRY...
THE END!

BlahBlahBlah

BlahBlahBlah_72
w/terry fitzgerald
tdfitz@aol.com

Hey. For those of you who have been living in Pakistan for the last few months, or for those of you who never look at the back cover of this comic, we have been promoting the latest CD from Korn. Why? Good question. Is Todd having an affair with Freldy? Nope. Even though I think tattoos turn Todd on, but that's another blah story.

Back when we were selecting bands for the Spawn soundtrack, one band I kept asking for was Korn. I really dug *Life is Peachy* and thought they would add a nice hard edge to the record. They hooked up with the Dust Brothers who are infamous for their work on Beastie *Paul's Boutique* and Beck's latest. They turned in a wicked track entitled *Kick the P.A.* that got a lot of play on the Edge radio station in Phoenix and K-ROQ here in LA.

I formed a friendship with the guys and their management and when during recording their latest *Follow the Leader*, the idea of the CD cover came up their asked us to participate. After a few very interesting conference calls between Todd and I and the band, (who were in the recording studio at the time), Todd and Greg Capullo set out to draw the cover. One funny conference call story. Todd was rambling on about what the cover concept should be and what the colors should be and blah, blah, blah and he asks the guys what they think of his idea. Their reply? Munkey pipes up and asks if it's OK to eat tofu that has turned green? Todd's reply was, yes.

And so it went.

Greg turned in the pencils and I took them over to the band. Love was in the air that day. Todd inked the final piece and Brian Haberlin laid down the cool colors. We delivered the final piece to everyone with the band including the record company and all were ecstatic with it. Brent Ashe created the Korn font that's everywhere on the CD, including the credits.

For those of you that like to collect Todd's work, let me suggest you pick up a vinyl copy of the album as there were only about 5,000 pieces produced. Also look for a limited edition 2CD version from Austral a that includes a bonus CD with several remixes of *All in the Family*. Thanks again to the guys and to Jeff for letting us work with you. Thanks to Uncle A. at Epic for his enthusiasm during the project and for the autographed Speedos.

The photos show Todd with the Korn guys at a signing at Tower Records in Phoenix. Todd signed with the guys both in Phoenix and in the band's hometown of Bakersfield, California. What a zoo that was. Several thousand kids showed up, (who were obviously knee deep in Bud light), to get their CDs signed. Well, some girls wanted their body parts signed and all were happy to oblige. I was lucky enough last week to take a few friends to see Korn live at one of their many stops on the Family Values tour. If you dig hard rock this show is for you. The show starts off with Orgy, the first band signed under Korn's Elementree label. Next up was Limp Bizkit, followed by the ever angry Ice Cube. Cube's set had the house pumped and there's nothing like yelling "FU Ice Cube" at his request.

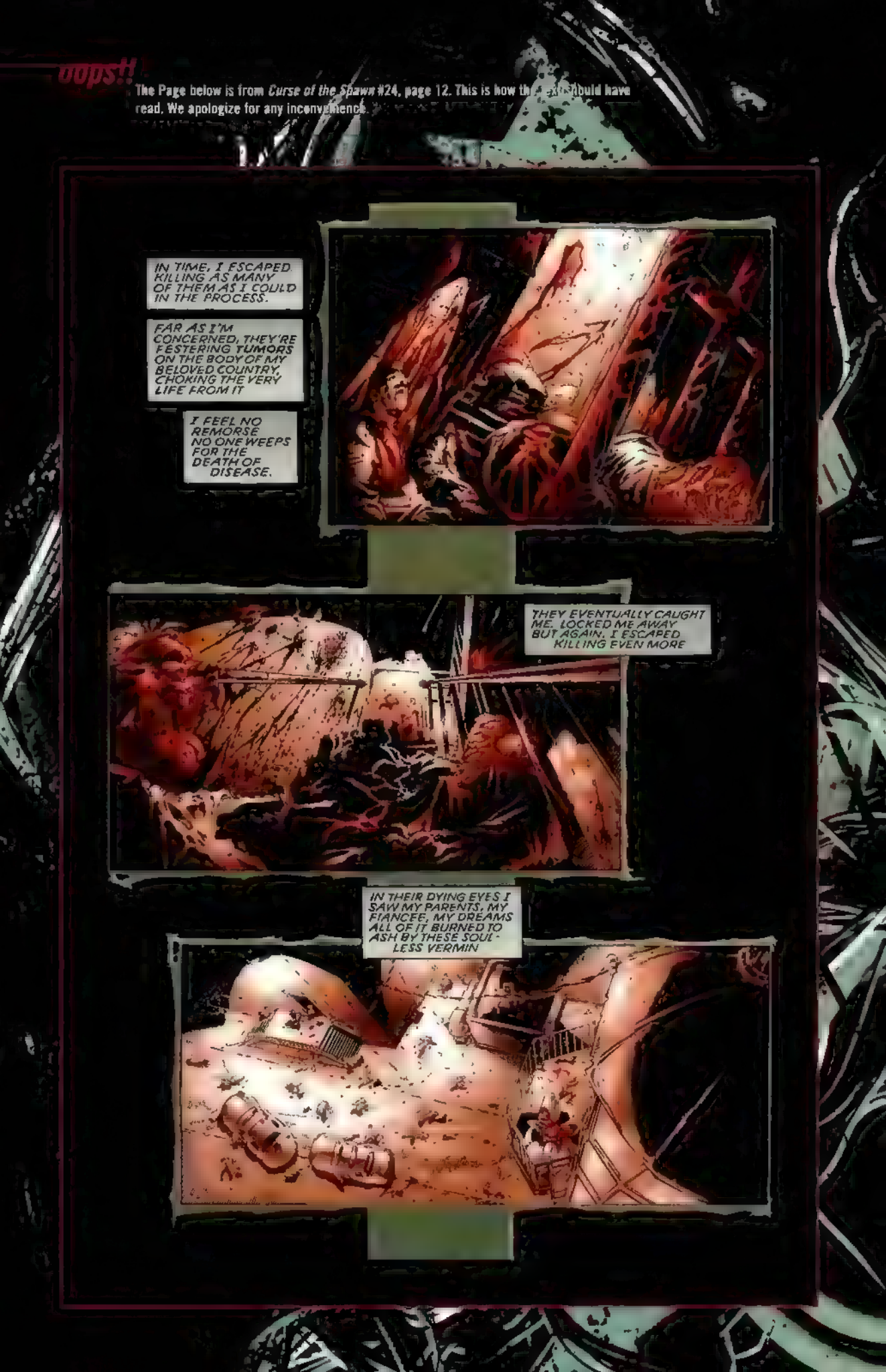
Next up was the German industrial metal band Rammstein. What to say? There was a dancing keyboardist that was lead around on a dog leash, a jacket that the singer wore that burst into flames and burned for the entire five minute song, burning mike stands and keyboards, and a very interesting white liquid squirting appendage that the singer used to spray the crowd with. Think about it.

Next up was Korn. Jonathan, who was sick the previous two days, came out on a tear. The entire band was fired up and gave all who attended a show they won't forget for a long while. If they are coming to your hometown make sure you drop down the twenty-some bills to see them. You won't be disappointed. And pick up the album.

-until next month, best
terry

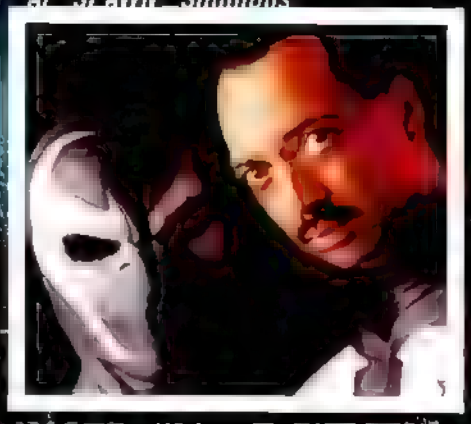
oops!!

The Page below is from *Curse of the Spawn* #24, page 12. This is how the text should have read. We apologize for any inconvenience.


IN TIME, I ESCAPED. KILLING AS MANY OF THEM AS I COULD IN THE PROCESS.
FAR AS I'M CONCERNED, THEY'RE FESTERING TUMORS ON THE BODY OF MY BELOVED COUNTRY, CHOKING THE VERY LIFE FROM IT
I FEEL NO REMORSE NO ONE WEEPS FOR THE DEATH OF DISEASE.
THEY EVENTUALLY CAUGHT ME. LOCKED ME AWAY BUT AGAIN, I ESCAPED KILLING EVEN MORE
IN THEIR DYING EYES I SAW MY PARENTS, MY FIANCEE, MY DREAMS ALL OF IT BURNED TO ASH BY THESE SOUL-LESS VERMIN

Creative Profile

Al "SPAWN" Simmons



Every once in a while you have to do something at your job that goes against every moral fiber in your being. This is one of those times. I have to split open the body cavity of the man known as Al "Spawn" Simmons and let all of the putrid bile in him spill forth. Other than Todd's lovely wife Wanda, Al has been with Todd from the start.

This month we're gonna learn more about that unholy beginning and what it's like to live with being the celebrity known as Spawn.

I never said this feature would be pretty. Okay, everybody...put on your protective gear...we're goin' in!

For all of our readers and the F.B.I. agents give us your full name.
Alfred Simmons

How long have you been a wart on the butt of a planet we call Earth?
My zit popped out 50-12+2 5x14=70-12+14= you do the math.

What is your current base of operations? (Let the paternity suits follow)
I'm in Tempe trying to see how long I can stand there with no air flow!

How would you best describe your occupation for Todd McFarlane's evil empire?
We drew straws, I lost.

OK, Al...unroll the dirty carpet...how did you and Todd McFarlane meet and how long ago was it?
I was arrested and Todd was the guard that frisked me.

How has your relationship with Todd changed over the years?
Now, he's the warden, so I get to work in the "Big House."

It is quite well known that you have a sackful of talent in Baseball. Tell us about your college playing career and your time in the pros.
Well, it was a prison team, the uniform had pin stripes (prison issue). It was a 3-5 year contract - or sentence.

Have you ever had the desire to throttle people that cut in front of you while driving?
No, because I'm the one cutting everyone off.

What does your favorite cuss word begin and end with?

What kind of music do you listen to when you drive across this great country of ours?
Songs like "Take This Job & Shove It" & "On The Road Again." I've looped them into a 120 minute tape.

Describe that stimulating feeling you get when you are putting on that tight Spawn costume.
It's like being tarred & feathered without the feathers.

If you could force any actress or celebrity to be your love slave - other than Richard Simmons - who would it be?
Halle Berry. Her last husband David did not do her any justice- she needs a real super hero.

What was the last book you read?
Victoria's Secret magazine - great articles, nice pictures.

What was the last good non - porno movie you saw?
You mean they make non-porno movies? News to me!

What is your favorite sport and sports team?
My favorite sport to play is baseball and to watch is football. My favorite sports team is the 1997 World Series Champs, Miami Marlins. They were definitely over achievers.

What annoying celebrity would you like to run over multiple times with the Spawn Mobile?
Howard Stern. Maybe I just don't get it.

If you could be really good looking who would you like to look like?
Mr. Ed the talking horse; what a stud with a great smile.

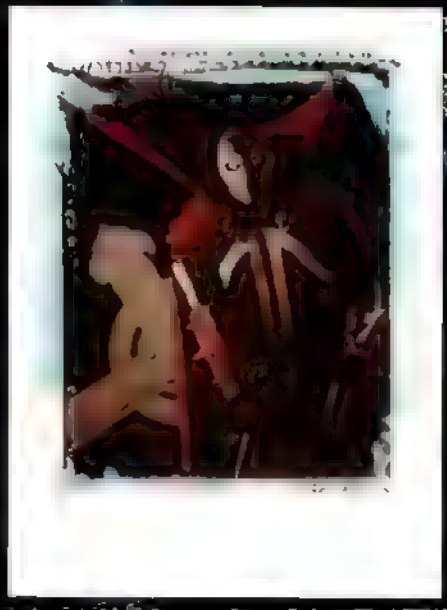
What do you do with your free time other than twisting the heads off of chickens?
I try to convince my wife and kids that I do live at the house.

Last thing...what words of wisdom can you leave our readers with?
If it ain't broke don't fix it and what you do in the dark comes to the light!

That's it for this plunge into the asylum known as Todd McFarlane Productions. Be with us next time for another line of questions with people you don't really want to know.

-Beau Smith,

The Only Name You Can Trust.



Curse Words
P.O. Box 27228 Tempe AZ 85285-7228
www.spawn.com

Dear Mr. McFarlane:

I recently rented the "Director's Cut" version of *Spawn* on laserdisc. Having watched the entire movie, I decided to switch on the "commentary" audio track, which featured, if I'm not mistaken, you, the director, and "Spaz" Williams. During the end credits the director and "Spaz" began trading some rather vulgar stories concerning their former employers at Lucasfilm and ILM. At one point one of them boasted of having sent someone a "chicken" as some sort of gag gift.

I got to thinking: Does this guy actually expect the recipient of this gift to be tuning into this commentary? What's the point? I own and rent many laserdiscs, and I'm always baffled why no one who provides one of these "commentaries" ever realizes that what they're saying is for "posterity," it will forever be linked to this disc. Instead, people ramble on at length about completely irrevelant items, seemingly hypnotized by the sounds of their own voices. Can't anyone find the "rewind" button and say something meaningful? As for "Spaz" or whoever made the anti-ILM remarks, I think it's an inappropriate moment for him to be voicing sour grapes. The moniker "Banned at the Ranch" speaks volumes about his maturity as well as his creativity. (One more comment about the "Director's Cut." The word "crispy" isn't half as funny as John Leguizamo thinks it is.)

Now on to the comics. I find it horribly ironic that at the same time you've sent out feelers asking readers why they do or don't read comics, you've announced that not only are you changing the format of *Spawn*, but you're handing over the writer's chores as well.

I've read again and again how you're going to phase out the "spiritual, heaven and hell" stuff, and turn *Spawn* into more of a film noir, detective story a la *Seven*. I'm sure I don't speak for all of your readers, but it is those very elements that attracted me to your work in the first place, separating "*Spawn*" from all the other "gritty" comics out there.

You give the readers the option to stick around and see where it goes, and yet here comes Brian Hoguin taking over the "scripting department." Another reason why I've stuck with *Spawn* is because you had direct involvement in it, not just your name slapped on the cover somewhere. I imagine with your interests in film, animation, toys, soundtracks, hockey teams, what have you, that there is little time in the day for you to script the stories anymore. Fine. However, loyal fan and cynic alike may then say, "Well, if Todd doesn't have the time to write his own comic, maybe I don't have the time to buy it either." And we'll all run off to go watch a movie, buy a CD, play hockey, whatever.

So I've given you some sort of answer as to why certain readers get turned off of comics. As for *Curse of the Spawn*, I wonder if people are really into buying 3 or 4 dreary, hopeless issues that are left unresolved in a dreary, hopeless state. At least the regular *Spawn* has an ongoing cast of characters and situations that keep readers interested by providing them some frame of reference and continuity.

Despite everything I've indicated in this letter, I am a huge admirer of your work and your accomplishments. Hopefully, I'll have reason to continue to be.

Sincerely,
Robert Wolpert
Altamonte Springs, FL

Thanks for your extensive comments on your heartfelt opinions on a few subjects. Lets see if we can't tackle these in the order you discussed them in your letter.

Whenever someone or we do a commentary on an audio track, either a laserdisc or DVD, it's left up to the discretion of that individual how to best convey information to his fans in the manner that he sees fit. Basically there are no rules when doing this type of exercise. If you've seen these in the past like you indicated, you'd also notice there are as many different ways of doing that audio track, as there are people who do them. I've seen some that are very dry and informative, describing exactly what is going on in every single scene. I've also seen others like *Spawn* that seem to ramble all over the place, taking on a voice of their own that isn't exclusively about *Spawn*. One of the reasons I think this happens is that you have the daunting task of having to talk about a movie for a an hour and a half non-stop. For the most part, anything important you want to say about the movie you'll probably get out in the first 20 minutes. So the rest of it can sometimes become filler space. We also know too that the people listening to this are a certain age and demographics and have a sense of reverence of what we're trying to accomplish. Unfortunately, this obviously didn't go over too well with you. Everybody has their own way of doing things, and Spaz and Mark Depei are low-key guys that shoot from the hip and don't worry about being politically correct.

Now the comic books. I think somewhere along the line you're misinterpreting my intentions of why I ask what keeps people in comic books. The reason I ask is that I've seen a steady decline in the number of people that are in our business, both on a professional and consumer level. There doesn't seem to be any end to the bleeding right now, nor do I see in the future any major upward growth. I think that we will level off pretty quickly and we will be in a holding pattern for about five or six more years before we inch forward. As a collective whole, nobody in the comic book industry wants to correct this dilemma. However, if you're wondering why the question was asked and turn it on me personally, you have to pay attention to a few things. Since the beginning of *Spawn* I've had literally hundreds and hundreds of

Read more FREE comics on ReadComicOnline

opportunities to leave the comic book industry and go off and sow my oats someplace else. And although I've been involved in other businesses and started other companies, at no time have I ever completely abandoned the comic book market, considering it is the only place in the last six years that I've conducted business that has shrunk. Everything else I'm involved in has actually expanded the outlook of *Spawn*. If there is one frustration I have it's at a time when Spawn's public appeal is at its zenith, the comic book is actually at the lowest print run its every been historically in its 77 issues. Let me state for the record, like I've done before, that I will never abandon the *Spawn* comic book. Whether that means having plotting sessions, writing or inking, I will never just hand over the comic book to somebody and say "here it is, just crank it out and put my name on it" and be a figure-head like Stan Lee's name on Marvel comic books. I'll make sure that I'll have a direct input into the book's direction and why it's going that route.

I bring on new people because as I expand my job description expands, and it gets tougher for me to focus on certain things. One of the things is the writing direction of *Spawn*. I know what I want to do with *Spawn* in the future, and I've had discussions with Brian, but I'm not paying enough attention to move forward to where we want to get with this comic book in the next 20 or 30 issues. One of things that I think is going to happen here is the same thing that happened when I handed over the art chores to Greg Capullo; we'll get a bunch of mail for a year asking to bring me back. When in fact, using hindsight, it was the only job Greg was doing and he delivered a better artistic book than I could have when some of my time was divided. I was able to keep my hand on it by doing the majority of the inking. That is essentially what is happening with Brian Holquin. Brian coming onto the book is not an admission of abandonment for me. I can't focus on it and I owe a certain loyalty to the audience. I want to make sure that I deliver as good a product as I can. Unfortunately, the best product that I can deliver with the most cohesion doesn't include me doing it from page one to page 22 and all the chores in-between. I'm not in the position to spend that much time and effort on the *Spawn* comic book. I also have to run Spawn and his many other endeavors, so that I can continue to grow the nature of his name and his acknowledgment in the public sector.

As far as turning *Spawn* into *Seven*, I don't know why we keep getting this confused, I guess I'm going to have to say it every single month. I'm not saying I'm getting rid of the spiritual Heaven and Hell stuff, just on some of the silly fantasy type of things. I'm going to lean more on the urban setting, while not completely getting rid of all the fantasy stuff. If you're going to take something out to the world, which is what I wanted to do, there isn't anything that has survived over a long period of time other than Star Trek, that deals in pure fantasy. Most of the things that have captured the attention of people have some basis of reality stuck to them. Spawn was always meant to be this urban bogeyman. That was my intent, literally. By the end of the first year I knew what I wanted to do with *Spawn*. It's just been a slow evolution to get there. If anything, I probably went a little too slow and people are comfortable with where he is right now being more superheroic. I want to make this a story that gets older and more sophisticated as you get older. I believe that as you get older you have less of a fascination with alien invasions and bazooka fights and doomsday machines that will destroy the city. I think that stuff is more interesting when we're younger and the world is a simpler place.

From your statement asking that if I don't have time for *Spawn*, then why should you guys, again you've made a misinterpretation. When most people abandon their comic books they go off and do something else. The only reason I give up any time on *Spawn* the comic is because I'm dealing with Spawn in other places. I spend more time today doing things with *Spawn* than I ever have in the past. It would be different if I was getting bored with *Spawn* himself. If the goal is to get *Spawn* out into the world and present him to as many people as possible, I also have to acknowledge the fact that 99.9 percent of the people in the world don't read comic books. So I can sit here and be stubborn and say I love the comic book medium, which I do, where *Spawn* touches 150 thousand people in the comic book community. Or I can sit here and do as good as I can to present *Spawn* to the consumer in the comic book market, and at the same time develop other arenas to bring *Spawn* so I can show tens of millions of people my character. I wish that every single person on the planet read a comic book, then my job would be ten times simpler. I would just stick to the comic book and I would be the happiest guy there is. But I have to deal with the reality that if I expect to take my little character child out I have to put him in different arenas. And unfortunately, that does take up a lot of my time. But under no circumstances does it mean that am I abandoning *Spawn* on any level. My hand is directly involved in every single aspect.

I hope this clears up some of your points. If not, please feel free to write and we'll see if we can't further clarify anything that might be of concern to you or your fellow readers.

Dear Mr. McFarlane,

I have been with *Spawn* since issue 1, and haven't missed an issue yet. I have been with *Curse of the Spawn* since issue 1, and haven't missed an issue yet.

However, that is where the similarities end. While *Spawn* is worth the $1.95 a month, *Curse* is not.

This series is terrible. I must say that I have yet to fully enjoy a single issue. I honestly don't know why I buy it. I mean no disrespect to Mr. McElroy, but the stories are awful. Even the stories I was looking forward to were disappointments. Angela's origin was confusing and totally uninteresting. The Sam and Twitch story was so bad, I wish I hadn't even seen print.

When I first heard of this series, I was ecstatic. A series dedicated to focusing on Hellspawns of the past and future. Issue 1 was a major disappointment, and 22 more issues followed it. Where are the stories that we, the fans, want to see? A Medieval Spawn origin tale would interest me. A Violator tale and Angela versus the Violator Malebolgia's rise to power. This series is not like I expected.. and nor what I want to read. I'm afraid I will have to discontinue reading it. I'm sorry, but that's just how I feel.

Thanks for your time,
Livio Ramondelli
State College, PA

Sorry that you feel like you have to stop reading the book, but stay tuned. We'll have some big news that we will be announcing at the beginning of the year in which we will reorganize the future of *Spawn* and his books, especially in the publishing world. Some of the ideas that you've thrown down will be coming into play. Some of the characters you've mentioned will take the forefront in the stories of those books. Hopefully there will be some nuggets that you'll be able to pick out and enjoy from some of the stories that we present to you in 1999.

I think part of your concern is that each one of the stories doesn't have time to unfold at a natural pace like a monthly comic book. A lot of information has to be crammed into a short period of time. It's been a learning experience for both Alan and myself for a book with a rotating set of characters. But again, as the book continues to exist a steady group of people or characters probably is the way to go. So stay tuned in the future. Thanks.

...least two figures in the assortment are sold individually but can be combined into a much larger character. Bottom Line is a hulking ... articulated fingers and a head that blasts off. Top Gun ... a built-in water cannon, swiveling guns and ... Put them together and you get the most intricate and deadly implement of destruction ever created: Gruesome Twosome, the six-armed weapon of terror!

Shipping at the same time but not part of the assortment is the Deluxe Cy-Gor figure. In keeping with the massiveness of Series 12, this figure is now almost nine inches tall with real metal chains. The boxed figure features an interchangeable hand and has a hidden compartment in the chest. Inside is the feral cybernetic monkey that controls the rampaging beast. Even the automated abdominal antlebrand has four points of articulation!

...e figures are due to be in stores in just a few weeks. You'll also ... repaints of the Dark Ages line now on the shelves. Among the changes are: Raider has a ghostly look with whites, greys and blues; Black Knight Spawn is still black but with bone and copper highlights and blood splatter; Spellcaster is now silver-grey with teal and copper highlights; Horrid is brown and ochre (more earthy toned); Ogre is grey-green, with an orange demon, and Skull Queen has red hair and red-highlighted armor with her new tattoos.

Also in toy news: the next McFarlane Toys Collector's Club flyer should be heading out soon. This one features the larger Todd the Artist figure, and a chance to win Todd McFarlane original artwork. You can also win free subscriptions to *Lee's ACTION FIGURE NEWS AND TOYS REVIEW* or autographed toys! If you're not already on our mailing list, just drop us a line at: McFarlane Toys Collector's Club, P.O. Box 701545, Plymouth MI 48170. Be sure to include your full address so we can mail you out all the information!

Winner of the FREE Green Cosmic Angela this month is Jagruti Patel of Toronto Ontario. She asked why there is such a difference between U.S. and Canadian release dates. Actually, some shops in Canada may have the figures on the shelves before some stores in America, but generally they do get to other countries later. Our factories can only make figures so quickly and they ship out about one boatload a week. We try and have the first couple of boats here in America first, since the U.S. is our biggest market. We start them going over into the Great White North quite soon afterwards. Sometimes the delay is all due to distribution INSIDE Canada: we know that Dark Ages figures were on shelves in western Canada more than a MONTH before they showed up in Toronto. So be patient, they DO show up if you wait long enough.

You can win a free toy, too! Simply send us your questions, comments, or artwork about toys. Each month we award one Limited Edition Green Cosmic Angela, so drop us a line!

You'll come to expect the best from the groundbreaking company that brought you the Dark Ages figures and we're not about to let you down now! The next series from McFarlane Toys focuses on the larger and more massive characters found in the comics and features not only a new Spawn figure but a breakthrough toy called Gruesome Twosome.

The Creech is the lead character from Greg Capullo's 1997 blockbuster comic book mini-series. Lumbering straight from the comic pages, this super soldier is incredibly massive. He's almost 7 inches tall and over 7 inches wide! The tentacles on his head are individually bendable and posable, lending an eerie lifelike quality to this behemoth.

Reanimated Spawn is three figures in one. He's partly an alien whose DNA has been used in a bizarre experiment. He's partly a robot, whose interface was used to make an efficient killing machine. And he's partly a man, now transformed into a Spawn bent on seeking revenge to those who subjected him to these experiments. With his hellborn powers, natural alien abilities, and cybernetic wings that transform into a body pod for armor, he is a destructive force that cannot be stopped.

The Heap is literally the filth of society. A walking pile of garbage and corruption, he is drawn towards Spawn and Spawn Alley to feed his insatiable hunger. The figure actually has pieces from a few of our other toys imbedded inside, such as parts from Nuclear Spawn and Crutch. It also has a massive mouth with a hinged jaw for ingesting its favorite meal: necroplasm!

Spawn IV is also in the assortment and it's our best Spawn yet. As seen on the cover of Spawn issue #55, this one sure packs a punch. He also packs a pistol, rifle, gun, and massive firearm. If those four weapons weren't enough, he always has his boot knife. The figure comes wearing a cloth bandanna and will be available both in a masked and unmasked version.

All SPAWN SERIES 12 character names and likenesses, with the exception of THE CREECH and ©1998 Todd McFarlane Productions, Inc. All rights reserved. THE CREECH ©1997 and TM 1997 Greg Capullo. All rights reserved. SPAWN, its logo and its symbol are registered trademarks ©1998 Todd McFarlane Productions, Inc. All rights reserved.

McFarlane Toys Club Rep P.O. Box 27228
Tempe AZ 85285-7228 McFToyClub@aol.com

McFARLANE TOYS PRESENTS

THE BEST LINE OF EXCLUSIVE TOYS FROM TODAY'S TOP COMIC BOOK CREATORS.

FRANK MILLER'S SIN CITY™

JOSEPH MICHAEL LINSNER'S DAWN™

DANGER GIRL™

SPAWN®

AVAILABLE IN FEBRUARY, 1999.

McFarlane Toys brings you a new line of action figures that are *only* available at comic book stores and select toy and hobby stores. Coming in February 1999 is MARV from Frank Miller's *SIN CITY*. Later in the year McFarlane Toys brings to life *DAWN* and *DANGER GIRL* from top comic book creators Joseph Michael Linsner and J. Scott Campbell.

McFarlane Toys Presents © 1998 McFarlane Toys. MARV and SIN CITY are TM & © 1998 Frank Miller, Inc. All Rights Reserved. DAWN is TM & © 1998 Joseph Michael Linsner. All Rights Reserved. DANGER GIRL is TM & © 1998 J. Scott Campbell. All Rights Reserved.

McFARLANE TOYS

IT'S AN ATTITUDE.

All SPAWN SERIES 12 character names and likenesses, with the exception of THE CREECH are TM and © 1998 Todd McFarlane Productions, Inc. All rights reserved. THE CREECH is TM and © 1997 Greg Capullo. All rights reserved. SPAWN, its logo and its symbol are registered trademarks 1998 Todd McFarlane Productions, Inc. All rights reserved.

cut the heads off
your sister's dollies
LEATHERFACE!!!
ONE OF FIVE NEW FIGURES FROM McFARLANE TOYS,
GUARANTEED TO GET YOUR BLOOD FLOWING.
OCTOBER/98.
MOVIE
Maniacs
McFARLANE
TOYS
IT'S AN ATTITUDE.
LEATHERFACE: THE TEXAS CHAINSAW MASSACRE

VENGEANCE

A MONTHLY FULL COLOR COMIC BOOK FROM TODD McFARLANE PRODUCTIONS

FEBRUARY 1999

JON J MUTH & JAMIE TOLAGSON

COVERS BY KENT WILLIAMS

THE CROW

© 1998 Crowvision, Inc. All Rights Reserved.

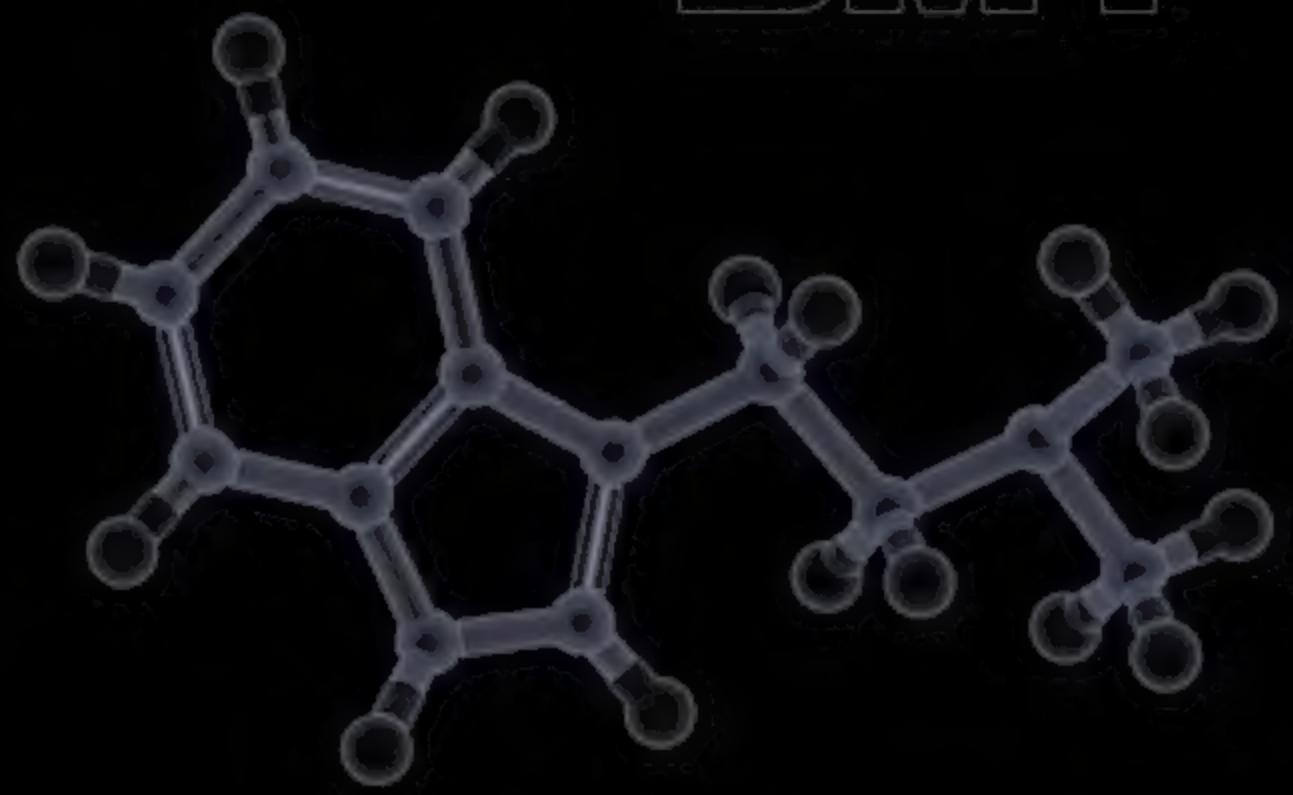
image

TODD McFARLANE PRODUCTIONS

www.spawn.com

DarthScanner

DMT



Read more FREE comics on ReadComicOnline